

AXIS ASSASSIN
COMMAND SUMMARY
Apple II,II+,IIE

Number of Players - One

Control Keys and Functions

CTRL-D Demo Mode--lets you play slowly against each type
 of alien without being killed.
CTRL-H High Score--lets you look at the high score list.
CTRL-S Sound--turns the sound effects on and off.
CTRL-R Re-Start--restarts the game by returning you to
 the Grid Selector Screen.
ESCape Pause--freezes the game action; hit the joystick
 button to begin again.
Button #0 Firing.
Button #1 Pulse Bombing.

NOTE: To use the CONTROL (CTRL) key, hold it down while
 pressing the specified letter key.

To skip putting your initials on the high score list, press
joystick button #0 when the list appears. You will go directly
to the Grid Selector Screen.

To start the game from the Grid Selector Screen hit button #0
or the SPACE BAR.

GAME SELECTION

AXIS ASSASSIN is a serious game for experts. It has over 100 increasingly difficult battles. Here's how to select a game that is both challenging and fun for you.

Level Selector Screen. This screen appears when you first boot your Axis Assassin disk. It lets you select the overall level of difficulty for all the games you play until you re-boot. Position the selector box over one of the three Master Arachnids with the joystick, and press the button to select. The larger the Arachnid, the more advanced your level will be. If you don't decide in a moment, the computer will choose a level for you.

Grid Selector Screen. This screen immediately follows the Level Selector Screen, and re-appears at the end of each game. It lets you choose your starting Grid and Zone from 20 different Grid shapes in 5 different Zones.

Move the joystick left to lower the difficulty, and right to raise it. The Grid Selector box will show the Grid shape and the color of the Zone. Ten of the twenty Grids, every other one, are selectable. Press the button or SPACE BAR to start the game after you find the Grid and Zone you want.

After your first game, Axis Assassin will limit your ability to select your starting Grid and Zone, depending on how well you scored. If a game is going badly and you don't want to lower your starting level, just Re-start the game with CTRL-R.

FLIGHT PLAN

Mode 1: WEB SWEEPS

In Mode 1, you battle against the army of the Master Arachnid on various Grids which get more and more difficult. You can move forward and backward, up and down the Grid Corridors, until you run into a Web. You have to blast Webs out of the way before you can go through them. You can also move left and right, from Corridor to Corridor, unless there is a Web there. You move in the direction you push your joystick.

The Assassin always faces up or down the Corridor, depending on which direction he moved last; he only fires in the direction he is facing.

Mode 2: THE NEST

You reach the Nest by carefully timing a Pulse Bomb as you blast out of any Grid. Here you have to fly expertly and quickly to rescue an extra life for the Assassin, without getting killed by the Master Arachnid and his army.

This is free space; once you start moving in one direction, you will drift for a time before stopping. Plan your turns carefully.

Push your joystick in the direction you want to fly. The Assassin will rotate to face in that direction, and will begin to accelerate. The further you push the joystick, the stronger the thrust.

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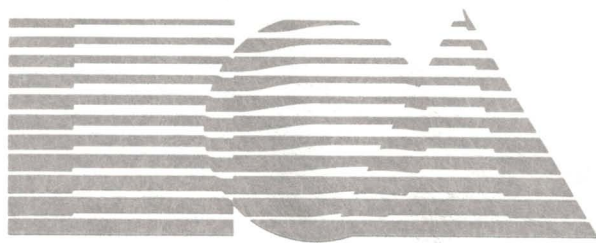
A X I S ASSASSIN™

JOHN FIELD



ELECTRONIC ARTS™

Apple II, II+, IIe; 48 K;
Minimum 1 joystick



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Minidisk Manufactured by Verbatim®